

ER*BERT

Move ER*BERT around his cubic domain, changing the cube tops to match the 'CHANGE TO' indicator. Avoid BORIS, COILY, the MOVING HOLE and CASCADING BALLS - or you will lose a life.

TRANSPORTER DISCS take ER*BERT to the top of the cubes, a ROTA HAT lifts or lowers ER*BERT by two rows of cubes. Use these to escape from, or to lure BORIS and COILY to their doom!

Score DOUBLE POINTS by taking BORIS'S BANANA - but when BORIS comes along you can drop it and run!

TEN levels of play - each with FOUR different screen displays.

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Press 'SPACE' to continue

JOYSTICK AND CONTROL KEYS

↗	ER*BERT UP RIGHT	;	KEY
↖	ER*BERT UP LEFT	S	KEY
↘	ER*BERT DOWN RIGHT	C	KEY
↙	ER*BERT DOWN LEFT	.	KEY
↑	ROTA HAT UP	A	KEY
↓	ROTA HAT DOWN	J	KEY

DROP BANANA SPACE KEY
 OR
 FIRE BUTTON

Press 'SPACE' to continue

E R * B E R T



MOVE ERBERT ON
HIS CUBIC DOMAIN
AS YOU CHANGE IN
CUBE COLOUR TO THE
THAT INDICATED

BEWARE OF :-



CASCADING BALLS



BORIS THE GORILLA



COILY THE SNAKE

ANY KEY TO CONTINUE

E R * B E R T



AVOID THE BLACK
CUBE



COLLECT ROTAS-HATS
AND USE TO ESCAPE
ONTO ANOTHER CUBE
LEVEL



PICK UP BANANA
FOR DOUBLE POINTS
BUT WATCH OUT FOR
BORIS!!!

ANY KEY TO CONTINUE

E R * B E R T



USE THE TRANSPORT
DISC AND ATTEMPT
TO CLURE COILY OR
BORIS OVER THE
EDGE AND SCORE: -



COILY - 500 POINTS



BORIS - 300 POINTS

ANY KEY TO CONTINUE